Mid - Florida Atari Computer Club Bulletin

May, 1994

Vol. 11, No. 5

This is the monthly bulletin of the Mid-Florida Atari Computer Club. In it are articles written or submitted by members who feel they are of interest to all users of Atari computers.

You may wish to join a computer club to share the beneficial aspects of having others around you who have similar machines, like interests, and a desire to share what they know with others. A users group can help you understand things about your computer that they have already discovered.

Our membership, at $12.00 per year, entitles you to the newsletter, access to the disk libraries, and club meetings where all the fun and education happen on a monthly basis.

We meet in the Orlando Library building downtown Orlando, 101 E Central Blvd. At 1:30PM on the second Sunday of each month. Feel free to join us there next month to learn more about the wonderful world of computers, and Atari computers in particular.

For Newsletter Exchange

M.F.A.C.C.
C/O Bob Smith
3729 Yosemite Dr.
Orlando, FL 32818

M.F.A.C.C. Affiliated BBS Listing:

Top Gun	381-5403
Starbase 1	381-2610
Inner Core	294-5183

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Mid-Florida Atari Computer Club

From The President

This is the last president's message for this year. As such, I am going to keep it fairly simple, straight forward, short and I am going to say thank you to all the very involved members, who, in some way, have brought something to this club. With the involvement of many, it has been one of the best years this club has had in a long time and we are all the better for it.

Renewal time is here and we need all of the renewals that we can get. It is the same every year, I beg, cajol, plead and generally annoy those of you who have yet to renew. So, this year, avoid all of that annoyance and renew at the meeting.

I do want to announce that one of our members has passed on to better things and he will be sorely missed. Creighton Ashton passed away two weeks ago. Creighton, rest in peace.

Finally, to all of you, remember your mother, wife, sweetheart on Mother's Day, these ladies are the best that we ever get.

HAPPY MOTHER'S DAY TO ALL!!!!!!

One final note, our meeting will return to our normally scheduled second
sunday of the month. The date of our next meeting will be June 12th, 1994
and I look forward to seeing you then.

Minutes Of The M.F.A.C.C. General Meeting

April 1994

Meeting of 4/11/94 started at 13:36 with Robert Raymond filling in for Gail Kindstrom

Under Old Business the May meeting will be held on May 2 because of Mothers Day.

Bill Baker said that so far no good solution has come about with the checking account. Bob then announced that Great Western Bank will give the club a NO COST account. A motion was made by Robert Raymond and seconded by Larry Regan to close our present account and move to GWB and to give Bill Baker full authority to do so. Motion passed.

Debbie Hatfield made a motion to allow members of the nominations committee to be on the ballot, second came from Chuck Smith. Motion passed.

Pizza Party will be handled by new officers.

Bob Smith thanked Scott Prince for good work on BBS.

Meeting adjourned at 14:00

Some phone numbers you will need to communicate with our club:

President:
Bob Smith ☛ 299-5374

Vice-President:
John Baker ☛ 823-9705

Treasurer:
Bill Baker ☛ 277-3438

Secretary:
Gail Kindstrom ☛ 293-3063

Librarians:
8-Bit:
Arthur Averett 290-2096

ST:
Rick Sava ☛ 574-6033

Publicity:
Jim Porter ☛ 695-1467

This newsletter is produced on an Atari Mega STE-4, using Pagestream 2.2 and printed on a Hewlett Packard Deskjet 500

Treasurer's Report
April, 1994

Opening balance of	623.51
Debit	38.99
Closing balance	584.52

Birthdays for May

John Morrison

Are welcomed as new members.

Ballot for officers year 94-95

Pres	Bob Smith
Vic. Pres.	Chuck Smith vs. John Baker
Tres.	Bill Baker
Sec.	Robert Raymond

May: Renewals of dues and publishing of nominations.
June: Renewal of duesbefore Elections and Start of new year.

Mono Monitor for 8-bit $25
Printer Interface $10
Many more items, see Gail or call 407-293-3063

3 single density drives complete $10 each
Large selection of new & used software, games utilities etc. Start mags with disks $1 each.
SM124 St monochrome monitor $75
See Bob Smith or call 299-5374

Music News

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DIAMOND BACK 3

Oregon Research is proud to announce a major upgrade to it's premier hard disk backup and restore program. Diamond Back 3 began shipping today. Among the enhancements to Diamond Back are:

* A completely redesigned icon and drop down list driven full windowed user interface.

* New Visual Directory tree interface for backup and restore path selection. Easy point and click selection of paths and files.

* Multiple volume removable media(e.g. Syquest, floptical) support

* Support for ANY SCSI tape drive attached to ACSI, TT SCSI, or Falcon SCSI-2 ports.

* Custom Backup configurations saved with "Human Readable" descriptions that you can remember rather than cryptic 8 character file names

* Backup Logfiles remember EVERYTHING for you. All your backup options and where the files came from. To restore just load a log file and go!

* Multi-Tasking background backups with any version of TOS. Use any event driven ACC while you backup!

* Many more enhancements

Diamond Back 3 retails for $69.95 and is available now. Upgrades from previous versions of Diamond Back are $29 + $4 S&H from now until July 31, 1994 and $34 + $4 S&H thereafter. If you have not sent in your registration card then you will need to send you original disk(or a xerox copy of your original disk) with your upgrade order.

For more information contact us below or download the Diamond Back 3 demo.

Oregon Research
16200 S.W. Pacific Hwy., Suite 162
Tigard, OR 97224

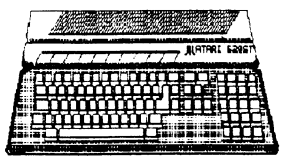
Phone: (503) 620-4919
FAX: (503) 624-2940

MORRISON COMPUTERS
ORLANDO, FLORIDA

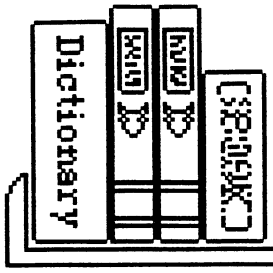
3761 SILVER STAR RD. ORLANDO, FLORIDA (407)295-6340

AUTHORIZED ATARI SALES AND SERVICE

OVER 250 SOFTWARE TITLES!
COMPONENT LEVEL 8-BIT, 16 BIT ATARI, IBM, C64 REPAIRS
AUDIO REPAIRS ON YAMAHA, PEAVEY AND MORE.
MIDI APPLICATIONS SPECIALISTS
MANY USED ITEMS
New R/C Aerochopper ST/PC/MAC $225.00
Complete Selection of ST Books and European Mags



The Falcon has LANDED!!!



For Your Information

Atari Stock to Warner Communications

Atari Corp. recently reported that agreement for the sale of common stock to Time Warner Inc., as reported on March 24, 1994, has been completed. Atari Corp. has sold Time Warner Inc. 1.5 million shares of its common stock at a price of $8.50 per share for a total of $12.8 million. The transaction increases Time Warner Inc.'s interest in Atari Corp. to approximately 27%. Time-Warner has since transferred the sotck to Warner Communications, the former parent of Atari Inc.

Atari Ships Tempest 2000 for Jaguar

Atari Corp. announced it is shipping Tempest 2000 for Jaguar, its award-winning 64-bit game system. Tempest 2000 was recently awarded "CES Game of Show" (Electronic Games Magazine), "Game of the Month/March" (DieHard GameFan) and "Game of the Month/March" and "Editor's Choice Gold Award" (Electronic Gaming Monthly).

The original Tempest is one of the most popular video games in arcade history. With Tempest 2000, players get four games on one game cartridge: the original Tempest, Tempest Plus, Tempest 2000 and Tempest Duel.

"Tempest 2000 is the hottest selling title on Jaguar today," said Peter Roithmayr, senior buyer at Electronics Boutique. "We sold over 60 percent of our Tempest 2000 stock within four days; most sold in the first two days of shelf life. Tempest 2000 is in very high demand because the popularity of the Jaguar has far exceeded the gaming industry's expectations."

"Tempest, by itself, is worth the price of the Jag - Tempest 2000 for Jaguar is further proof that the next level of gaming has arrived," said Dave Halverson, DieHard GameFan.

Tempest 2000 players venture through 100 unchartered galaxies filled with "Demon Heads," a very aggressive and deadly enemy and "Warp Bonus Tokens," which count toward bonus levels and a free instant "SuperZapper," a player's defense which can destroy everything on the screen.

"We are pleased to offer Jaguar players Tempest 2000, which has already captured the attention and praise of the industry's leading game publications, " said Sam Tramiel, president of Atari Corp. "Tempest 2000 has hit the ground running - Jaguar's 64-bit technology has allowed us to make one of the industry's most exciting, challenging games even more outstanding."

Tempest 2000 features two-player cooperative play and more than 30 minutes of pure CD-quality techno-rave soundtrack. In addition:

-- Powerful 3D polygons provide realistic parallax star fields
-- Particle displays deliver realistic explosions
-- Melt-O-Vision graphics provide stunning graphic effects
-- Cycle shading gives players accurate depth perception

Atari Tempest 2000 is immediately available through all Atari-authorized retailers for $59.99.Atari Jaguar is the world's first 64-bit interactive multimedia home entertainment system and is the only video game system manufactured in the United States. Jaguar was recently named the industry's "Best New Game System" (VideoGames Magazine), "Best New Hardware System" (Game Informer) and "1993 Technical Achievement of the Year" (DieHard GameFan).

Atari Corp., based in Sunnyvale, manufactures and markets 64-bit interactive multimedia entertainment systems, video games and personal computers for the home, office and educational marketplaces.

All trademarks are the property of their respective owners.

Yerger Lawsuit Decision

Earlier this week, a decision in the California case brought against Atari Corp. by Bill Yerger was reached in Atari's favor. While AEO hasn't seen a transcript from the trial at this time, it is worth noting that some rather "interesting" testimony was reported to have been given. No announcements have been made as to whether any appeals are planned.

Optical Power

An Optically Powered Data Link (OPDL) system providing total immunity to electromagnetic and radio frequency interference (EMI and RFI) has been developed by Photonic Power Systems, Inc.

Fiber optic power uses light in an optical fiber to transmit power instead of electricity in a copper conductor. As such, the technology avoids the drawbacks of conventional power transmission, including susceptibility to electromagnetic and radiofrequency interference, ground loops and the devastating effects of lightning. It has important applications in electric power transmission grids, mining and munitions, corrosive atmospheres, and many other critical installations.

Squeeze an Atom?

AT&T Bell Laboratories researchers have invented a fundamentally new type of semiconductor laser - called a quantum cascade (QC) laser - that operates like an electronic waterfall.

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1.44 Meg Floppy for the ST

I did this modification to my 1040 STe using a TEAC FD235-HF4 1.44 meg drive and it works very well. I did not replace my floppy controller chip. Another text that I read about this mod said that some of the WD 1772 chips are capable of working at 16 mhz, those with 02-02 as part of the number on the chip. Mine seems to be working fine and I have formatted HD disks out 1.66 megs with no problems. Whether or not my WD chip will last very long remains to be seen. I keep a standard floppy in the drive so that the signal to the controller chip is 8 mhz. When I insert a HD floppy, the 16mhz signal is sent to the WD chip.

For the STe, I got the 16 mhz signal from pin 2 of the large surface mount chip near the power supply. It is also available at pin 52 of the DMA/shifter chip(U401).

The only problem that I have had so far is that drive B(external) does not work with this modification(on my machine). If I do the density switching with a toggle switch, drive B works fine. I don't use B often, so I'm not worried about it.

I enabled HIGH DENSITY formatting from the desktop of my machine(TOS 2.06) by closing jumper E6 near the ROM's on the motherboard, but I usually use the DFormat utility that came with Diamond Back.

I assume no responsibility for your computer if you do this modification. Your warranty will probably not be worth anything if you try this. If you don't feel comfortable soldering and unsoldering to tiny parts, don't try this. I did have to cut out the case of the computer in order for the faceplate of the new drive to be clear.

The following is the original text file that I used as a guide to do this modification. It was written by Wes Newell and is available on his BBS. the WYLIE CONNECTION

.....

ADDING A 1.44 MEG FLOPPY TO ORIGINAL ST's (NOT E's)

Things you will need:

1 HD disk drive. Preferably that supports output of density select. 1 Floppy controller chip capable of running 16 mhz (AJAX chip). A TOS that will support HD drives. I use 2.06 with TAB board.
A format utility.

First let me explain the differences between the Atari (Epson SMD-340) and some other drives. The Epson SMD-340 that Atari is currently selling with the upgrade kit for the MEGA STE, DOES NOT have the capability to provide an output of density on pin 2. This means that if you use this drive you will have to use a switch to switch densities. As it comes from Atari, it is jumpered as follows:

Pin 14-15 = Drive Select 0 (drive A)
Pin 5-13 = The mode (density) is switched by the HDI input (pin 2)
Pin 1-2 = The 2 meg mode (1.44) is set by the HDI input HIGH

Other jumper settings: 15-16=DS1, 6-7=DS2, 7-8=DS3, 2-3=2 meg mode set by HDI input LOW, and 4-5=The mode is switched by the internal sensor.

As you may have figured out by now there are a couple of ways to hook up this drive. On mine, I removed the 5-13 jumper and installed 4-5. This lets the drive switch modes to 1.44 when a disk with the 1.44 meg extra hole is inserted. The reason I did it this way is so I can easily tell my 1.44 disk from my 720K disk. If you want to use disk without the extra hole for both densities, then leave 5-13 jumpered and configure jumper pins 1-2 or 2-3 depending on how you want to control the density, with a high (+5) or low (ground). You must then manually switch the density.

Now you must also be able to switch the 8 mhz clock going to pin 18 of the floppy controller chip to 16 mhz for HD (1.44) operation. I simply bent the pin out and connected it to the center post of a spdt toggle switch and connected the 8 mhz clock (from the empty pin 18 socket) to one side, and connected the other side to 16 mhz (pin 39 of video shifter chip). You could also have a switch to control an IC that would allow you to control both clock rate and density select with one switch, or use a dpdt switch.

Drives that CAN output density select on pin 2.

Using a drive that can OUTPUT density select on pin 2 will allow you to make the operation of the drive automatic (without a manual switch). Set the jumpers to output density on pin 2. Use this drive output to control an IC that flip-flops the clock to pin 18 of the floppy controller. You MUST use the proper disk, as they are what selects the density.

I used a 74F157 chip to control the clock going to the Ajax chip. It was the easiest way I could find with the the TTL chips I had at my disposal. The connections are minimal and simple; pins 8 and 15 to ground, pin 16 to +5v, pin 1 (strobe) to pin 2 of the drive, pin 14 to 16mhz (pin 39 of shifter), pin 13 to 8mhz, and pin 12 to pin 18 of the Ajax (floppy cont.)

In the above circuit, the 157 chip will send the 16 mhz clock to the floppy controller when a HD disk is inserted in drive A, and the drive select for that drive goes low (selected). In all other cases, 8 mhz is sent to the controller. This will allow the use of both drive types on the system.

There are many different ways to hook up drives. Make sure that you
get the jumper settings with the drive that you get. Life can be tough without them.

Wes Newell, fidonet 1:124/7028, Atarinet 51:202/0

8-Bit Vendor List

All Known World-Wide 8-Bit Atari Vendors and Developers

By Michael Current,
Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

Revised 5-Feb-94

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on the 15th of the month. A fairly recent copy is kept on the Atari Archive as the file 8bit/faq2.txt, but the most recent copy may always be requested from mcurrent@carleton.edu. on Genie.

The main portion of the FAQ List is posted to this discussion group on the 1st of the month, is called 8bit/faq.txt on the Archive, and is also available from mcurrent@carleton.edu.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

8-Bit Gold
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip) T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???Hydraulik???, other software

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial /PD /freeware /shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial /PD /freeware /shareware

Bensley Consulting

Continued next page ☞

115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel (before 2pm Eastern Time)/FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker,
Animals, Mathematics, Fractals

B. Utschig
208 SW 319th Lane, Suite G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup, SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used /commercial /PD /freeware /shareware

DataQue Software / Lex-Tronics
1623 West Fourth Street
Mansfield, OH
U.S.A. 44906-1701
tel/FAX: (419) 529-9797 1pm-5pm M-F
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View Graphical Operating Environment, Alf Assembler, blank cartridges
GEn: DATAQUE.1

Dean Garraghty Software
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware,

Continued next page ☞

commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, NY
U.S.A. 11566
?????: ?????

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface, Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface, Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436

Continued next page ☞

Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II, Tecno Ninja, Fisher-Technik interface

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/freeware/shareware

Lex-Tronics
see: DataQue Software

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: new hardware, commercial /PD /freeware /shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial /PD /freeware /shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

National Educational Report Drawing Services
(N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335

Vendor: commercial/PD/freeware/shareware

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
4900 Doherty Ave.
Montreal, Quebec
H4V 2B2 Canada
Developer: CardStax

Klaus Peters
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE, Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny.dab.ge.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE, CRAB NEBULA

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
Developer: Print-Filer, Taskmaster

Ready +Technologies+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
CIS: 70733,3115
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments

159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/sharware

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial /PD /freeware /shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE, LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/freeware/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's).

(Editor's note: This is a capture provided by Bob Smith. This list for 8 Bit products and sevices is updated from time to time and if you know of a company that is not listed here, please let Bob Smith know.)

GFA Basic

****

By: Scott R. Garrigus

****

//// Introducing...

Hi Everybody! My name is Scott R. Garrigus and I'll be your new GFA BASIC liason here at AEO-PJ. (You can call me Mr. Garrigus if you'd like. <grin>) We'll be covering the many facets of our beloved language including using the Resource Construction Set and incorporating its output into our programs, memory management of GFA and the bugs therein :-(, and we'll also be exploring GEM programming taking up where our good friend Eric Goodman left off, as well as anything else that has to do with GFA.

//// Strike up the band!

Which brings us to a very important person in the GFA world; someone whom I'm sure a lot of you may know... Mr. Han Kempen. Mr. Kempen is the author of 'Your Second GFA-BASIC 3 Manual', which is available free of charge on any of the online services. This manual includes no less than 24 chapters of documentation pertaining to the ins and outs of GFA BASIC. And if that's not enough, it also includes the largest library of GFA BASIC routines on the planet - at least the largest that I know of. If you need to do something specific in GFA, you can usually find an example of it here. The only thing I didn't like was that all the doc files were in 1st Word format and I only have an ASCII viewer, so I've taken the liberty of converting all the docs to ASCII format and you can find them in the Atari ST Library on GEnie as MANUAL_A.ZIP.

I'd like everyone to give Mr. Kempen a big round of applause for his valient effort to keep our favorite language alive. Thank you Mr. Kempen! We really appreciate your efforts! And if it hasn't become clear already, if you don't have these files, then go get'em because we'll be using them when needed.

//// On with the show... the RCS, that is.

Okay, I've introduced myself; I've talked about Mr. Kempen's excellent contributions; let's see... what else is there to do? Ah, yes, maybe we should do a little programming, huh? :-) Well, first I want you to find the files TOSI_10.DFN, TOSI_10.LST, and TOSI_10.RCS (they're included here in this archive). These are the files we'll be working with today and they are the start of a small utility program which we'll be putting together. The program is called TOS Info 1.0 and it will be able to run as either a PRG or an ACC just by renaming it, be resolution independent, and be compatible with all the Atari systems and TOSes out there. Sound complicated? Don't worry, it's not really... and if it sounds too simple, well, then you're ahead of me but you may find a few interesting tidbits you hadn't learned before so stick with us, okay?

Now let's zap outa here and get into the RSC program. If you have a multitasking system just run the RSC.PRG, if not then load this magazine into your favorite desk accessory text editor and then run it from within the RSC. Here we go... <classic StarTrek transporter sounds> ...okay I'm here! Coming to you live from within the RCS

S S s s s... Did you make it? :-) DON'T open the TOSI_10.RCS file yet. I want to take you through this step by step. You can look at what I've done when we're finished.

First we need a box to display inside of our program's window. We're going to make this resolution independent so we should use a Dialog box. The reason for this is because within a Dialog box, all our elements will be snapped into place and they'll appear the same way in any resolution we run the program in. If we were to use a Panel then we could place elements anywhere we wanted but they wouldn't appear the same in different resolutions. So grab a Dialog box and name it MAIN and then open it. Now we need four display elements to show the TOS version, TOS date, System time, and the System date. Grab an EDIT:_____ element (w/o the box around it) and place it on the screen. Double-click it to edit it and on the first, second and third lines, enter

```
TOS Version: ~~~~~~~~~~
~~~~~~~~~~~~XXXXXXXXXX
~~~~~~~~~~~~_________
```

This will give us an editable field with a label so that when we enter a value for it in our program only the underlines will change and the label TOS Version: will stay the way it is. Now to explain this, the first line gives us our label and saves a space for our data. The second line shows what type of data will be allowed... using X means any type of data is allowed be it numerical or alphabetical. The third line gives us a mask to show where the data will appear (represented by the underlines). From here we give the element a name, TOSVERS, and we hit Okay to accept it. Now make three copies of this element and with each one, place it on the display, changing the first line to TOS Date: , System Time: , and System Date: , respectively. (And be sure to give each a name.) Place the elements so they line up with each other and then resize the main box so it's just big enough to hold the elements. Close the dialog box.

Next we need a menu bar for our program. Grab the menu icon and place it on the screen. Give it a name such as MENU <g>, and then open it up. You'll see a menu bar and two titles in it. Select the file title and delete it. We won't be needing it in this program. Now click on the Desk title to open it and double-click on the first entry. Type in the name of our program leaving two spaces at the begining and the end to make it look good (ex. TOS Info 1.0) and give it a name such as DESKMENU. Click on okay, and we're done. Now wasn't that easy? We could also add a credit dialog like I did but I'm sure you can figure that out from looking at the file I've provided. Be sure and study the TOSI_10.RSC file thoroughly so you can get a good understanding of how it's put together and if you have any questions, just send them my way and I'll cover them in the next installment.

//// Coming up...

Next time we'll be covering memory management in GFA and how to find the proper amount of memory for our program (thanks to the help of my good friend Damien Jones whom I've been hounding for info. for the past two weeks <grin>). I'll be giving you the first part of

the listing for our utility program and I'll also be giving you your first homework assignment... (hee hee hee). Until next time...!

(Editor's Notes: Let's meet the author:

Scott R. Garrigus

Scott's first computer was the venerable Atari 800. He once spent a whole summer vacation indoors because he loved using his computer so much.

Nowadays Scott is a college graduate musician and has just recently released his first record album, Pieces Of Imagination. He uses his Atari ST for all aspects of album production, including writing his own MIDI utilities.

He also runs his own shareware business, SRG Music & Software and has released his first shareware program called EmailMan, the email address database. A demo of EmailMan can be found on the new GEMini CD ROM.

Scott will be taking over our GFA BASIC column and he can be reached at any of the following email addresses:

Delphi: GARRIGUS
GEnie: S.GARRIGUS
Internet: s.garrigus@genie.geis.com
PAN: GARRIGUS

It is the world's first laser that can be tailored to emit light at a specific wavelength set at nearly any point over a very wide range from the mid-to far-infrared spectrum. This can be done by simply varying the layer thicknesses of the laser, using the same combination of materials.

The QC laser's emission wavelength is entirely determined by quantum confinement effects: the fact that its layers are so thin - typically a few nanometers, or about 100 billionths of an inch - that electrons are squeezed and change their quantum mechanical properties. One can tailor the laser's wavelength continuously over an enormous range by changing layer thicknesses.

Green Disks and Ham?

GreenDisks are high-quality recycled diskettes, extracted from outdated packages that software companies had not yet sold before a new version was shipped. GreenDisk works with concerned software companies, collecting these obsolete versions of their products. They break down the packaging and recycle the paper and plastic components. The diskettes are "degaussed" - a magnetic process which completely erases all information. Next, the diskettes are preformatted, prelabelled and packaged.

Within its first year, GreenDisk Inc has recycled over 5 million pounds of software. The company first began operations one year ago on Earth Day.

IBM Stac'ed

IBM recently licensed data compression technology for all IBM software including DOS and OS/2. This comes quickly after Stac won a legal victory over Microsoft involving the same technology. Stacker data compression technology, now in its fourth generation, is the first product of its kind to break the 2:1 compression barrier. Beyond increasing storage capacity, Stacker 4.0 provides new safety features for enhanced reliability and a comprehensive tool set for managing Stacker drives.

Flash: Memory Near $3 Billion

Dataquest recently announced the results of its flash memory market forecast, which indicated that the flash memory market is expected to increase from $634 million in 1993 to $2.975 billion by 1997. According to the forecast, North America will have approximately 50 percent of the worldwide market.

Flash, a nonvolatile memory, retains information even when power is disrupted. Flash memory is increasingly used in a variety of equipment such as small personal computers, personal digital assistants, laser printers, and facsimile machines. The demand for flash memory will come mainly from the replacement of EPROMs, silicon disk drives, and solid state recorders.

"Mrs. Bell, Godzilla on Video Line 4"

AT&T has signed licensing agreements under which four major Japanese consumer electronics companies will be able to introduce and promote new products compatible with AT&T's proprietary VideoPhone technology.

AT&T said the agreements are evidence that its Global VideoPhone Standard (GVS), is becoming the de facto

standard for video telephony in the consumer electronics industry.

Peaches Picked

Automatic Data Processing announced Tuesday that it was buying Preachtree Software for an undislosed sum. Peachtree is a maker of accounting software on the IBM PC platform. ADP is a large computer consulting firm with revenue in excess of $2 billion dollars.

Superman Online

DC Comics Online will soon make its debut on AOL (American OnLine). It will provide services such as, information on new comics, previews, interviews, graphic files, and background information on making comics in general. In addition users of the online service will be able to talk directly to the authors and writers of many of the comics.

Hard Drive Makers Write Protection

Seagate and Toshiba signed a broad, worldwide patent cross-licensing agreement which permits each partner to use a number of magnetic mass storage technologies covered by the other's patents. The agreement demonstrates the desire of both companies to compete on commercial values, unimpeded by the risk of patent litigation.

"The disc drive industry today has become mired in costly, unproductive patent litigation and the trend toward hostile patent claims continues," said Alan F. Shugart, president and chief executive officer of Seagate Technology. "We are pleased Toshiba shares our belief that cross-licensing benefits everyone in the industry - fostering a more competitive market environment where innovation flourishes and end-users realize the best product options available."

Seagate also holds similar agreements with industry leaders including Quantum Corp., NEC, and Hitachi. Patent cross-licensing agreements allow companies to compete on commercial values, unimpeded by mutually blocking patent portfolios.

Cyrix Dumps TI for IBM

IBM and Cyrix announced a five-year agreement for advanced x86-compatible microprocessors. This comes quickly after lawsuits were filed between TI (Texas Instruments) and Cyrix on royalty payments and patent protection.

Under the agreement, IBM's Microelectronics Division will become a primary manufacturer of Cyrix-designed 486-compatible microprocessors. In addition, Cyrix has selected IBM's industry-leading half-micron CMOS process technology for use in its M1, an advanced Pentium-class microprocessor, and successive high-performance designs. Both companies have made investments to ensure availability of Cyrix-designed product manufactured at IBM facilities. In addition to supplying these microprocessors to Cyrix, IBM has the right to manufacture an equivalent amount for use internally or to sell on an OEM basis.

Phoenix Patent Rises

Phoenix Technologies was recently granted a patent for its PostScript language clone color technology. The patent deals mainly with its half-tone screening techniques used in its software. It increases color gradation without losing resolution or using more memory when generating an image.

Size not Important !

Quantum won a victory over Rodime (another hard drive maker) when a partial summary judgment ruled that size of a hard drive does not matter. This was due to Rodime's claim that it could patent the size of 3.5 inch drive. Quantum was the only company so far to fight Rodime's patent claims even when IBM, Conner and other hard drive manufactures had already paid Rodime.

Round Table

Dateline Atari with Bob Brodie
April 1, 1994

Host - Lou Rocha

<[Lou] ST.LOU> Welcome to the April session of Dateline Atari with Bob Brodie! This is a GEnie holiday weekend and the message traffic has been heavy all day. Over the past weeks there has been a lot of interest in Tempest 2000, the newest Jaguar entry and many messages have praised the technical qualities of this game. On the down side, there is also some disappointment about shipping delays.

In other news, many GEnie users have posted sightings of Atari ads in their local media. No, I'm not pulling an April Fool's prank on you. It's true! From the sound of things, Atari is really headed towards some heavy marketing of the award-winning Jaguar game system.

Bob is ready with his opening comments so join me as we check in on the world of Atari. Without further ado, here's Bob.....

<BOB-BRODIE> A wise man once said not to believe everything that you hear. The same thing could be said for things that you read, too. Happy April Fools Day! Here's just a sample of some of the "foolery" that's been floating around about Atari the last few days online:

TIME WARNER & ATARI CORP
FORM AVID SOFTWARE!

March 25, 1994
For Immediate Release

TIME WARNER AND ATARI CORPORATION
FORM NEW SOFTWARE PUBLISHING FIRM

Sunnyvale Ca.--Atari Corporation today announces a new software firm in collaboration with Time Warner, Inc.. Avid Software, Incorporated will commence operations within the next thrity (30) days. Space will be provided initially within the executive suites of Atari Corporation in Sunnyvale, California. A development lab will also be established at the Warner Bros. Studios in Burbank, California. The two facilities will be linked by high technology satellite WATTS services for real time software development. Warner Bros. will focus on story lines and intense animated graphics. The operation in Sunnyvale will assemble the hardware-based and software-based graphics engines as well as game play models and prototypes.

The new operation is announced just months following Atari Corporation's successful launch of a new 64-bit gaming system dubbed the Jaguar. Avid Software will dedicate 100% of development time for the first year exclusively to the Atari Jaguar platform. Although core development teams have been assembled for the Avid Software project, executive decisions will be made by Mr. Sam Tramiel, President of Atari Corporation, until a permanent executive staff has been selected. A panel assembeled by Time Warner will review all long range goals every ninety (90) days.

The first four software titles to be developed by Avid Software and scheduled to be released within the fourth quarter of 1994 have also been announced. They promise a unique blend of realistic digitized graphics, powerful high-definition animations, unique gaming plots and topical story lines.

HARDING FALLS(tm)--- Just outside of Portland, Oregon a small unincorporated town adopts a new name; Harding Falls. Made popular by a local young girl who fought her way to the '94 Winter Games, the town unites to launch a new young starlet on to a promising athletic career. Harding Falls is where it all begins. Local challengers test all of their physical savoy against each other for overall performance virtues. Players pre-select their character from an arsenal of determined challengers. Each stage consists of a practice session in which a complete skating routine must be rehearsed. Obstacles such as untied skates, boos from the crowd and irate family members distract your performance. With each small win, a weapon toward victory is awarded for use during the performance levels. Sometimes it might be deadly capped teeth. Other times it may be a stick or a steel club. Play against 64-bits of automated power or one-on-one with an aggressive challenger by your side; either way you either win gold or cry your way back to Harding Falls to try all over again. Cartridge-based game features hidden secrets, multi-player action, high resolution graphics and a five dollar coupon toward the purchase of "The Club".

WARNER'S STUNT SPECTACLES(tm)--- With so many action games designed to fight and kill opponents, Warner Bros. calls upon their army of stunt professionals to reveal their best kept secrets of staying alive. Take a 125-level backstage studio tour through Warner Bros. hottest action films such as Superman, FreeJack, Batman Returns, The Last Boyscout and The Fugitive. Race through high definition scenes of your favorite films and pick up props such as breakaway chairs and candy glass bottles. Battle friendly adversaries, but don't hurt them... after all, they are really your friends. Pick up the wrong prop as a weapon and you may kill your supporting actor and lose your part in the greatest film ever made. Don't lose your union card! This fast paced, action game includes the thrills of thrillers and the secrets of a great mystery. The ultimate object is to win without hurting anyone, but don't think for a moment there is no blood! One player action. Cartridge-based game includes a $5 off coupon for select Warner Bros. videos.

BOBBY BOBBIT AND FRIENDS(tm)--- Here's an animated interactive cartoon for adults only! At first glance, it looks harmless enough... Bobby Bobbit is a bouncy bunny that likes to make friends. Collect points by finding carrots and hidden treasures. Unlike most treasures, though, Bobby doesn't want to collect coins and tokens. He collects shears, razor blades and carving knives. Usually Bobby's friends help find treasures, but sometimes his friends get too rough and Bobby must take corrective action! Game includes vivid cartoon violence unlike any other you have ever seen. Let's just say it's a Saturday morning cartoon that will increase attendance at Sunday Mass.

FOOL'S REVENGE(tm)--- A new concept in virtual world gaming, Fool's Revenge is a hardware and sofware based interactive entertainment package. Included is a unique, direct connect mini printer which installs to the

second joypad port of the Atari Jaguar 64-bit gaming system. The cartridge-based program includes over 200 megabytes of compressed text and 2 megabytes of graphic icons. World headlines and events are changing everyday. You and your opponents review your options. At risk is your dignity and pride and the prize is a lot of laughs. For one player to an entire family. Look another bogus press release on the mini printer! Did you fall for that one too?

Products named are properties of their owning companies. Text and concept (c)1994, Artisan Software. (209) 239-1552.

For those of you unfamiliar with Artisan Software, it's a company that Don Thomas of Atari Corporation runs in his spare time. Congratulations for a beauty of joke, Don. The gang at ST Report had this press release up as news flash on Delphi in a hurry. In fact, it's STILL THERE!!!

Some of the folk over on CompuServe didn't laugh very much, so Don had to do a follow up job on them:

WARNING: Look for clues! You are about to be had! This may be it!

March 32, 1994 (Clue: This date doesn't exist) [commented for the mentally impaired] JAGUAR OWNERS EXPOSED TO BOGUS PRESS RELEASE
(bogus headline)

Members dismember each other (overstated) over ethics debate - alledged tainted press release blamed (not true, bogus subhead)

Allover, US-- An unnamed source (unsubstantiated) today reported that users of the popular 64-bit Atari Jaguar gaming system have banned together (typed online messages) in an effort to discredit the infamous "bogus" press release just days before the dreaded April Fools holiday is to be celebrated throughout the world (run on sentence-hate 'em!).

Unlike a bug that cripples a computer until the entire system can be reboot, the sinister press release causes unusual chemicals to form in the brain (lions and tigers and bear a thought, oh my!). Dr. Ima Knotheir (alias) of the Institute of Preventive Thinking (I.P.T.) states that while "some (most everyone) finds some humor as the feared press release propagates over the networks, clear laboratory study (personal opinion) of those who are without brains indicate there is no humor in anything classified as funny." Dr. Knotheir was unable to indicate a direct association of his study to the specific press release that launched this one, however.

In support of the doctor's findings, Jaguar owners have launched an attack against any and all bogus press release that contain misinformation. Within six weeks, a committee will be formed to establish a panel that will elect a professional staff to advise a supervisory board for a new team of advisors to appoint a cabinet to determine whether a bogus press release may contain accurate information (Government funding is anticipated). In the interim, all bogus press releases must be labeled to contain artificial ingredients which have been known to cause brain activity by the I.P.T. (huh?)

In their first official action, the Jaguars Owners Bogus Press Release Action Committee has classified this bogus press release to be impounded and not read. In compliance with this declaration, the following statement has been appended for your safety:

IMPORTANT: DO NOT READ THIS!

Products named are properties of their owning companies. Text and concept (c)1994, Artisan Software.

Don strikes again!! Anthony Shubert, publisher of the Game Master Journal online magazine called me for comments about the formation of AVID Software. When I told Anthony it was all a joke, he moaned and wailed for quite awhile on the phone. Feeling guilty, I decided to help him out with a few ideas to unleash on an unsuspecting readership.

My suggestion was a bogus press release from Sega, announcing that they could no longer, in good conscience recommend that their customers spend their money on outdated 16 bit game carts with new systems on the horizon. Instead, they were to announce a new savings program called the Sega Saturn CD in cooperation with some of the leading financial institutions in the country! Rather than spend their hard earned cash on inferior products, Sega customers would invest in a CD that would mature in the future when a new machine is available. Anxious customers to taste the latest technology could do so by calling toll free 1-800-465-2827.

Some of you might recognize that line as our 1-800-GO-JAGUAR number. :-)

Anthony didn't do quite as well as I did (oh well, I tried!): Here's his piece that was published in Game Master Journal:

Nintendo, Sega call for product boycott

Los Angeles, (March 32, 1994)

The Big Two announced today that they are removing all Genesis and Super NES products from stores effective immediately. A Nintendo representative said "We cannot in good conscience allow our inferior technologies to be sold with Project Reality and Saturn/32X coming so soon - only 18 months away." She went on to say that anyone selling the product will be fined by the FTC for selling antiquated technology. Sega's reps echoed Nintendo. They also said that no more violent games would be allowed on any Sega product.. all games must fit their GA rating. In a related story, Nintendo signed a deal with Midway, saying that MK2 will be exactly like the arcade, blood and all. MK2 will be out this summer, with MK3 hitting the SNES before the arcade, probably in time for Christmas.

<BOB-BRODIE> This past week Atari concluded a trial against Bill Yerger, of Zephyr Computer, MicroWorld, and ST Plus. During the course of the trial, we were surprised to learn that Mr. Yerger's attorneys were calling Ralph Mariano as a character witness for Mr. Yerger. Rumor has it that Mariano was compensated for his appearance at the trial by a supply of hard drives and

modems. Hmmmmm....

Unlike Lee Siler, who was given a gold Atari label pin by Leonard Tramiel, Mr. Mariano didn't get a gold pin.

Enough of the fun and games. Hope you all enjoyed them as much as I did.

<[Lou] ST.LOU> CHARACTER WITNESS ????????

<BOB-BRODIE> Yep. With that, I'm ready to get down to business and answer any questions that our friends present tonight might have, Lou.

<[Lou] ST.LOU> We have six in the queue... five are newcomers.... be gentle :-) First we have Lancer...

<[Lancer] S.FOSKETT> Hi Bob! I can't believe it! My first Dateline Atari and I scoop the opening file and get the first question too!

<[Lou] ST.LOU> Welcome, Lancer. Please ask your question.

<[Lancer] S.FOSKETT> Ok, here it is: What's the word on the Black Page Syndrome and Atari Works 2.0? I love AW, BTW!

<BOB-BRODIE> Hi Lancer! Welcome to Dateline Atari. We're glad that you have decided to join us in the CO tonight. Pradip has issued a fix to a selected number of beta testers on the Black page problem. Some of them are pleased with the results of the fix. The same testers are reporting that the Black Page problem is also present in Works 2.0 beta, so we need to check that out as well. It is being worked on. In the interim, if you have the Black Page problem, you may return your diskettes to me at Atari and I will provide you with an earlier version of Works that doesn't have the BPS.

<[Dave] D.SHORR> Will the Jaguar's pack-in be changed from Cybermorph to Alien vs. Predator?

<BOB-BRODIE> We haven't made a firm decision about that yet, Dave. It is something that we've talked about.

<[Hassen] H.HAMMOUD> Hello Bob, nice to "see" you again. Is there any chance of Atari selling Falcons through chains, such as Sears. They all have clones and Macs, why not Ataris? Also, when will the Jag CD player be released?

<BOB-BRODIE> Hassen, at this point I don't think that we'll have much success selling Falcons through chain stores like Sears. The Jaguar CD is set to be completed in the late summertime at this point.

<[Steve] S.ELEK> When will educational games be ready for the JAG, CDROM disks for Atari, and when will 64 bit RISC computer from Atari be in.

<BOB-BRODIE> Hi Steve, long time no type to! At this point in time I haven't seen any firm educational titles for the Jaguar yet. There are some developers looking at ports of other educational titles, but they haven't committed to them yet. There has been no announcement of a 64-bit RISC computer from Atari, so whatever you have heard about that is pure speculation. And there was a recent CO on GEnie with the gang from Walnut Creek Software discussing their CD for the Atari, I am certain that you can obtain a copy of the transcript from the library here on GEnie. I understand it is an excellent CD.

<[Scott] FIZSOFT> Hello Bob, Can you give any release dates, prices, titles, or specs on the Jaguar Virtual Reality HMD? Will it be cart based or CD-ROM based?

<BOB-BRODIE> Hi Scott, we're very, VERY interested in Virtual Reality HMD for the Jaguar. However, almost everything that we have looked at so far is incredibly expensive. We're working hard with a couple of key third party developers to try to create something that will more in line with the cost of the Jaguar. So at this point I'm afraid that I have no info regarding price, titles, or availability for that end of the product line. I can assure you that we are working on it, though.

<[Paul] P.BLAGAY> Hi Bob, happy Easter! I was wondering when we will see some linkable games for the Jag. I hope Doom will be fully linkable. Also, any news on possible Jag to Lynx hookups? Maybe CF2 linking to the Lynx version! Also, will the CD come with extra Ram, along with the MPEG cart?

<BOB-BRODIE> Hi Paul, the version of DOOM that we have in the office right now is linkable...and we like it lots!! :0 Our developer staff is taking pains to make sure that the developers know how to take advantage of the Lynx-Jaguar connections, and are preaching the advantages of it. Re the CD, I'm not sure at this point.

<[Barry] B.CANTIN> Hi, Bob - got my Lynx question for you. There has been a lot of talk on the Internet about "what games would you like to see most for the Lynx", etc. and two of the most (MOST) popular responses were "Rescue on Fractalus" and "Ballblazer". Anchance they'll see daylight? Also, what titles are forthcoming (dates?) for the Lynx?

<BOB-BRODIE> Wow, I'd rather see those titles for the Jaguar, especially Rescue on Fractulus!! There aren't any plans to do those games on the Lynx at this point. Rescue might be really tough to do, because of the detail used to spot the cannons in the canyons....could be really hard to read. At this point, we have at least four Lynx titles ready on the software end of things, but I don't have manufacturing dates for them yet; Eye of the Beholder, Raiden, Battlezone 2000, and Fat Bobby (no, it's not named after me!) Other titles were working on incldue Missle Command, Super Asteroids, Road Riot 4WD, and Alien Vs. Predator, Full Court Press and Relief Pitcher.

<[Lou] ST.LOU> That's a healthy list! Next we have Sir Fransis

<[Sir Fransis] K.DRAKE> Do you think it possible that sometime next year (after the chip integration) we will see an integrated Jaguar/CD setup? With varied pack-in's? e.g. Movie Set w/MPEG cart, Action Set w/AvP?

<BOB-BRODIE> I'd be surprised if we went with a Jag/CD integrated setup. There is still a very healthy market for cartridges on all platforms. The pack-in's certainly have the potential to change, and we are looking at Movies/Videos with an MPEG cart.

<[Shadow] D.VANTREASE> RE: on-line offers, some are disappointed because 1) no confirmation of order, 2) no replies to private e-mail, and 3) no activity from Atari in the RT. Also, Atari told me my T2K was sent last Monday, but 'rumor' says theyve been delayed. Not to discourage on-line offers... WE LOVE UM!! Any comments?

<BOB-BRODIE> Hi Shadow! We were flat SWAMPPED and OVERWHELMED with the online offers. Don Thomas was able to respond to most of the people that wrote to him, but I got HUNDREDS of letters...far too many for me to be able to respond to. I've been working very hard with the magazines of late, so I haven't had quite as much time for the RT as I'd like to. I'll be online quite a bit this weekend and get caught up. The delay in the T2K carts is really not a delay. The original offer that was put out indicated that it might be as long as a month before the orders were shipped. They should go out early next week, so the delay is really only a couple of days.

<[Lou] ST.LOU> Seventeen people in the queue, Bob. Next we have Rod Martin from Network 22!

<[Network 23] R.MARTIN22> Please elaborate on the MPEG carts. Will 1 & 2 be separate carts? Will the carts be usable with anything other than CD-based movies?

<BOB-BRODIE> Rod since that product is still in development, I really can't comment on it. My understanding is that it is an MPEG 2 cart. I don't think we're doing both MPEG 1 and MPEG 2 carts.

<[Davey] D.HAUPERT> Ah, hello dar' Bob! My question is concerning production times. I guess it took roughly 8 weeks for T2K to go through manufacturing. I'm wondering if all games are going to take about that long to produce. I know that at my job, we can get different time frames for production of our boards for varying prices ;) So is Atari going to try and rush the production of games like AvP so it won't be an 8 week production lag again? I'd like to know that there isn't going to be another 2 month lull before the next game!

<BOB-BRODIE> Hi Davey, your figures are a little bit off, perhaps by a week or two. It's hard for me to look into a crystal ball and guess about some of those things in regards to production. For example, Cybermorph was delayed a little bit because of problems with the keyboard overlays for the game; the color was off at first, and then the size of the overlay was too large. It was sitting up on the controller. When those things happen, I think it's good business to delay the production in order to correct those problems. We want to be sure that our customers are happy with the products that they purchase from us. So I guess that the answer is if everything goes well, it won't take 8 weeks. But there are a number of different companies involved with the production of the product; art, printing, roms, cart assembly, art work, etc.

<[Gary] G.DULLECK> I've yet to see the Jag displayed well at a store. What is Atari's policy on getting kiosks into stores. Also what game is due out next and when (for the Jag)?

<BOB-BRODIE> Gary, we are making some very nice kiosks for the stores to use to display their Jaguars. They were used at CES to display all of the games, and include stereo speakers, and a secure method for displaying the Jaguar to minimize the risk of theft, and yet be attractive, and utilitarian. They are available for order, and can be ordered from us now!! We have several Jaguar games under development at this point, Club Drive looks like it is the furthest one along at this point.

<[Lou] ST.LOU> From deep in the heart of Texas, here's JL Battey! <congrats on the user group newsletter>

<[I.DOTTER] J.BATTEY1> The folks at Incredible Universe in Dallas & Arlington say they have "stacks" of Jaguars. Any idea when the tv ads will start in this market so they can sell a few more of them? (PS: Their display of the unit is not real good.)

<BOB-BRODIE> Stacks of Jaguars??? Really???? Have you seen them???

<[I.DOTTER] J.BATTEY1> It's a 20 mile drive, I only quote what they said on the phone.

<BOB-BRODIE> The TV ads are running again, I'm afraid that I don't have the media list on hand to tell you when the ads will be in Texas. I can assure you that we also have a very liberal co-op program for retailers that are carrying the Jaguar. 20 miles? Isn't that just 'down the road a piece' in Texas? :-)

<[Lancer] S.FOSKETT> Bob, my second question is about Atari's computer software developments of late: I know that SpeedoGDOS has been updated to 4.2 and the AES is up to 4.1 and the new MultiTOS is in the hands of developers. So when will Atari Corp be releasing these bits? I'm not too happy to pay Compo $20 for some Speedo bug fixes... (also, Nobody Beats The Wiz in Conn really DOES have stacks of Jags!)

<BOB-BRODIE> We've authorized COMPO software to do the release of Speedo 4.2, Lancer. We don't have a firm release date on the AES or MultiTOS at this point.

<[Sam_030] SAM-RAPP> Hi Bob! Can you give us a rundown on the next half dozen Jag games to be released with approximate dates? Also, can you update us on computer status at Atari? What happened to all those Falcon games? I just plugged in T2000! Wow!

<BOB-BRODIE> Hey Sam! How are ya???

<[Sam_030] SAM-RAPP> Still looking for a T-shirt, but fine!

<BOB-BRODIE> Re the next Jaguar games: bear in mind that I don't have any of the third party info on hand, just titles that we're looking for from our producers: Checkered Flag II, Club Drive, Kasumi Ninja (which is really lookin' nice!) and AvP are the closest to completion.

Re the computer status: we're really trying to make sure that we focus on the Jaguar right now, Sam. All of our efforts are going toward that. In order for Atari to prosper, we need for the Jaguar to be done the right way. I'll see what I can find out about the Falcon games.

<[Lou] ST.LOU> The esteemed Charles S. Smeton of STraight FAX fame is next.

<C.S.SMETON> Bob, earlier tonight you were asked about selling Falcons in chain stores. Why do you feel that this would not be successful? What is it about the Falcon and other Atari computers that would prevent it from successfully being sold in this manner?

<[Lou] ST.LOU> I will have to put a hold on any other /RAIses at this time. There are too many in queue for the time we have left. If things go real quick, I will let everyone know that we can take more questions. There are 17 waiting....

<BOB-BRODIE> Hi Charles, well for one thing it would require a tremendous investment in advertising and marketing. Those dollars at this point would be better spent on the Jaguar, which looks to be a big hit, than the Falcon. While there are a number of compelling applications on the Falcon for musicians, the mainstream hasn't been as successful. Also, stores like Sears although they carry computers, haven't always done as well in selling or demonstrating them.

<C.S.SMETON> Thanks Bob, I just find that is is very strange that a year ago the Falcon was released and now, it is computer-non-gratta at Atari. Why not put a Falcon flyer in all Jaguar boxes?

<BOB-BRODIE> Educating the sales people in why Atari computers would be a better choice for their customers would be a huge task, and frankly...I'm not sure if we would be successful in educating them. Even with the Jaguar, we find that some of the retailers have problems doing much more than saying "Yes, we have it. The price is x" or "No, we don't have it."

I don't share your view that the Falcon is computer non-gratta at Atari. Having an insider's view of Atari, I know what our resources are, and if we are to be successful, we must focus carefully.

<[CLINT/APE] C.SMITH89> Bob, have you heard what the first available third party Jaguar game is going be? Anything you can tell us about the significance of WMS Industries signing up?

<BOB-BRODIE> It's tough to say which third party game might be first. I have seen some very nice stuff from id Software; Doom and Wolfenstein both are coming along nicely. I've also heard that Microprose is working on Gunship 2000. But I really can't say who will be first.

The signing of WMS Industries is very significant. They are the leading arcade game manufacturer in the world. Some of the finest arcade games, like NBA Jam, Mortal Kombat, and others have come out on the Willaims platoform. This means that future Williams hits can be readily ported to the Jaguar for home use.

<[Jason] J.BRUNKEN1> Great work on Tempest 2k Bob, my thumb really hurts. Anyway, what is Thrustmaster working on for the Jaguar?

<BOB-BRODIE> A controller for use with Jaguar Games, Jason.

<[Lou] ST.LOU> I think Jason wants to know if there is more news since our last RTC? on Thrustmaster, that is...

<BOB-BRODIE> They just came on board about a month ago, we really need to allow them some time for planning and production. It's also appropriate for them to contact the other Jaguar devs at some of our developer conferences to let them now about their products.

<[Chris] C.KROWCHUK1> Hi Bob! I read somewhere that 1040STE's, MEGA STE's and STACEY's were available, is this another April fool's gag or is it for real? Also, what is Atari's position on modifications to the Falcon, Warranty? Such as hard drives, ram upgrade and boards etc.

<BOB-BRODIE> I'm afraid that's an April Fool's Gag by someone, Chris. Sorry about that. Check with JAMES-GRUNKE here on GEnie regarding the warranty. I know that he was very interested in trying to retain the warranty for some of the ram upgrades if they were dealer installed.

<W.FANNES> Does Atari have any kiosks in any retail stores?

<BOB-BRODIE> Hi Bill! We've just now made the kiosks available for the dealers, so you will probably have them in RSN. We have one in the lobby here at Atari if you want to stop by and see it. (Bill is local to us, gang!)

<[James] J.VOGH> Bob, do you have any info on Star Raiders 2000 yet?

<BOB-BRODIE> Not yet, James. They must be hiding the programmer from me, I haven't seen it yet!! Sorry!!

<WETMORE> Hiya Bob! I have a real easy question, then a follow-up to an earlier question... (1) How many players can you link up in DOOM? (2) I noticed how you quite deftly side-stepped Sam Rapp's question earlier about the release dates for the next set of Jag games... Could you give those estimated dates/quarters?

<BOB-BRODIE> Hi Tony, I've only seen two players on DOOM so far. I'll have to check with the developers to see how many can link up. Re the game delivery dates....oh, I don't think I was _that_ deft. I would just rather underpromise and over deliver. Which is something we haven't been very good at over the years. But if you're really going to push me.... I would say that there looks to be a good list of games coming out in the May-June timeframe.

<[Iver] I.POSSEHL1> This question comes from a long term friendly supporter, but it has an edge :-> Bob - Here is a theory I have on buying a Jaguar. When the machine and games are available in my retail community, then I will buy it. Why should I drive 200+ miles or go mail order for a game I have not seen or been able to check out first hand? What can you say to reduce my fear of becoming an Atari loner again?

<[Lou] ST.LOU> Sell you a PC? :-)

<BOB-BRODIE> May I ask what area of the country you are in?

<[Iver] I.POSSEHL1> Minnesota N. Dakota

<BOB-BRODIE> You shouldn't have to drive 200 miles

to purchase a Jaguar. We have already gone National with Electronic Boutique and Babbages. Soon, Toys R Us will also be on a national basis with us as well. We also have distributors selling the products to independent retailers throughout the US. Those same distributors are also selling the Jaguar into Canada as well.

As far as buying mail order, that's an evaluation that you have to make. Many companies conduct mailorder business in a fine fashion, such as STeve's Software in California, or TOAD Computers in Maryland. It is a perfectly viable way of doing business. You are the only one that can decide if you are comfortable with doing that. Many people are. As far as a concern about being an "Atari loner" again....I suggest your friend check out some of the latest video games magazines. I don't get a sense from any of them that the Jaguar is going to be anything other than a success.

Even publications like Electronic Gaming Monthly, which can hardly be described as friendly to Atari, have been very favorable in their coverage of the Jaguar, especially Tempest 2000.

If your friend is 200 miles from major retailers like EB, TRU, and Babbages, may I ask what major retailers are close to him? Feel free to send me an answer in email.

<[Dan I] D.IACOVELLI1> Hi Bob. Does Atari have any plans for either light gun games (like Mad Dog) or even a light gun for the Jag?

<BOB-BRODIE> Actually, yes we do Dan. We have already tested a light gun with the Jaguar, and since we signed up American Laser Masters (who is doing Mad Dog) there will be a light gun available.

<[Paul] P.BLAGAY> Any news on 486 boards, etc. for the Falcon. I heard that Wizztronics was making one, along with Compo, BTW. Everyone who played my Tempest loved it. If Tempest was on TV then I know it will sell Jags for sure. It sold 2 to work mates already. Any plans?

PS. How about getting HudsonSoft to do Super Bomberman on the Jag? :) Thanks.

<BOB-BRODIE> Hi Paul! Here on GEnie, I believe that COMPO has already indicated in their BB CAT/TOPIC that they are working on a 486 board for the Falcon. The product that Wizztronics is working on isn't a 486 board, it's an 040 board for the Falcon. And you're right, Tempest will help sell Jaguars. We've got a new commercial in the works for it. First tape came in late yesterday.

<[Scott] FIZSOFT> In the current mags there are Jaguar adds that have a couple of pictures of Checkered Flag II. The pictures look disappointing I was expecting a Virtual Racing KILLER!

PS. A little texture mapping and or different viewing angles might do the trick.

<BOB-BRODIE> Scott, a lot of people told me that the pics for Tempest weren't that hot either, but they LOVE the game. Don't worry, Checkered Flag isn't finished yet, and you'll be pleased!!

<[Lou] ST.LOU> There are 7 people in line but Bob is willing to spend some extra time here tonight. I will take 5 more /RAIses! Sir Fransis is next!

<[Sir Fransis] K.DRAKE> Have you spoken with any developers who are seriously considering a cart/CD combo release? (Also, make sure that any Atari nvRAM doesn't act like on that "other" machine :)

<BOB-BRODIE> Yes, there are some talks about that, Kenneth. Also, there is some discussion about having a cart game, and then following up with a CD version of the product that would work with the cart as well.

<[Davey] D.HAUPERT> Hello again, Bob. What's the scoop on Kick Off 3? I heard that it was featured in a British Mag. Also, can WMS develop MK and NBA Jam for Jag?

<BOB-BRODIE> One of our UK developers is the author of Kick Off, and it should come as no suprise that the British are "quite keen" on having a good Soccer game for the Jaguar.

Re MK and NBA Jam: my understanding is that they have a license with Akklaim that runs thru the end of this year for those products. So, either at the end of the year they can do it, or they could do an MK III or NBA Jam II before then. Please don't interpret that as an indication that they are in fact doing those new titles, though.

<[Network 23] R.MARTIN22> Should retailers like Babbage's have problems getting games/units for sale? The local Babbage's never has enough Jag stuff to display, so not many people know it's here! They say they get one or two games in and they usually are ones pre-ordered. They've never had any Jag stuff on display.

<BOB-BRODIE> No, they shouldn't. In fact, in view of a comment made earlier tonight about one retailer having "stacks" of Jaguars, I'm confused about what's going on.

<[Lou] ST.LOU> Time to go on the road again, Bob? <ducking>

<BOB-BRODIE> I don't know if those guys in Texas are just trying to get JL to drive the 20 miles to their store <grin>, Or if Babbages is just better at sellin' Jaguar than thos fellas down in Texas.

<[Network 23] R.MARTIN22> If it makes any difference, I'm in Springfield Illinois. Whenever I ask about the Jag stuff, they pull things out of the back room!

<BOB-BRODIE> <Ducking> Maybe I'll have Barry Switzer take a look for me.

<BOB-BRODIE> Is the Babbages in Springfield?

<[Network 23] R.MARTIN22> Yes, in White Oaks Mall.

<BOB-BRODIE> I'll call them on Tuesday. We'll chat.

<[Network 23] R.MARTIN22> Thanks!

<[Dave] D.SHORR> Sega will be bringing the arcade home with titles such as Virtua Racing and Virtua Fighter;

will there be any Atari coin-op games that use the Jaguar chipset?

<BOB-BRODIE> Yes, there are plans for that. Also, Sega's version of "bringing the arcade home" is on a 16-bit system, which isn't close of what the arcade power is.

<[Scott] FIZSOFT> Any word on any RPGs for the Jag?

<BOB-BRODIE> Yes, but I can't talk about them yet. Sorry.

<[Shadow] D.VANTREASE> Hi again, Bob! I just heard about a "Shadow" JagCD game coming (based on the upcoming movie). Can you tell us some details on this game? And are you pursuing LucasArts (or whomever) to get "X-Wing" on the Jag/JagCD? And lastly, on a technical note, are MPEGs "interactive" (ie. in a _game_), or are they display-only?

<BOB-BRODIE> This is the first that I have heard about a Shadow game. Sorry, I have _zero_ information on this one. Re the MPEGs....I just don't know. I'll check with our guys and get back to you.

<[Lou] ST.LOU> We have a very interesting question coming up next, Bob. Here is Steve Elek again....

<[Steve@Sears] S.ELEK> Bob, as a Sears Office Center Account Executive at University Park Mall, Mishawaka, Indiana, I don't agree with your evaluation of Atari's potential at Sears. You'd be surprised as to how many of us are computer owners that know computers inside and out. We'd love to sell Atari! Please don't be bashful in getting Sears back into the Atari fold. Since the JAG will be coming to Sears, the Atari computers should too. More of a statement than a question!!

<[Lou] ST.LOU> Steve, what Atari computer do you own and use?

<[Steve@Sears] S.ELEK> Mostly the 1040ST but also have the 800 and 130XE.

<[Lou] ST.LOU> Bravo! Thanks

<BOB-BRODIE> Hi Steve, I appreciate the fact that things might be different in your store. However, I don't base my beliefs on just sitting behind a desk. I've been in Sears stores before looking at their comptuer products, and it's not been a rewarding experience. I can say the same for our local WalMart, too. We also went to other retailers here in the Bay Area, like Macy's, when Commodore placed the Amiga in there. The machines were never properly demoed, they often crashed (OK, so it was an Amiga), and the sale staff was less than helpful. Very often, if you knew what you wanted, you could buy it. But that was really about it. Even the local Montgomery Wards does a very poor job of retailing computer products IMHO. I own a Star printer, and went there for supplies at Star's suggestion. You would have thought that they would have inventory, and knowledgeable sales staff. That was not the case. They'd never heard of the printer that I owned, or knew what supplies I needed.

<[Steve@Sears] S.ELEK> Bob, Sears introduced the Office Center concept in April 1993 at our store in conjunction with Fort Wayne. It is a very different environment. Come see one that placed 10th and 11th in sales out of 798 Sears stores last year in June and July.

<BOB-BRODIE> Steve, I think you've just proven that your store is truly exceptional! I think we can all agree that Mishawaka isn't the 10th or 11th biggest city, so why are their sales so high? The staff is the key there! Congratulations on doing such a great job!!

<[Lou] ST.LOU> I agree! Now we have Tony Wetmore then 3 more...

<[Tony] WETMORE> Any idea when we can expect some sports games for the Jaguar (hockey and football, mostly), so I can retire my antiquated Sega Genesis? [;-) [Oh yeah, Tempest 2000 RULES! What's Jeff Minter doing now, other than sipping margaritas in the Islands?

<BOB-BRODIE> Actually, Jeff is back home in the UK, and is starting to frequent the onlines. I'm going to try to get him on here. :)

<[Tony] WETMORE> (that's AMERICAN "football" naturally <g>)

<BOB-BRODIE> Re the sports titles, we had a problem with the developer that was doing the Football game for us, so we had to cancel that contract. We're now looking at another developer, as well as at a version of Troy Aikman Footabll that another developer (TradeWest I think) is doing. The various titles that we licensed from Accolade are in the process of being signed out to other software houses, so we're looking forward to getting that done, and the coding started.

<[Lou] ST.LOU> Mr. Atariophile is next!

<AEO.4> Bob, when might we get the Lynx games featured in the recent two-for-one promotion? Thanks for the call. I appreciate the personal touch! - Michael

<BOB-BRODIE> Hi Michael, our shipping time is typically 5-10 business days via UPS ground after the order has been entered. I'll look in to your order on Tuesday (we're closed on Monday) and see what's up.

<[Robert] R.ZALISCHUK> Bob, is it unreasonable to expect Atari to use the Jaguar promotions to piggyback *computer* promotion even if it is only a brochure?

<BOB-BRODIE> I don't think it will be inappropriate in the future, Robert. I do think that it's a problem now. I know I'm not telling you what you want to hear about this. However, it's important for you to accept what I'm telling you: we need to focus on the Jaguar. If we lose focus on it, we will have big problems. It is not our intent to abandon the computer business. However, we must be successful with the Jaguar, which means doing the right things in the right way at the right time. Things like the quick replacement of the defective RF switches are possible because of our focus. Getting quality developers up and running on the Jaguar is possible because of our focus. We must retain that.

<[Lou] ST.LOU> Our last question of the night comes from Travis Guy at Atari Explorer Online.

<[F-S-U!] AEO.MAG> Bob, Happy Holidays to you and

to yours. Two quick questions. One, has Checkered Flag II's name been changed to "Redline Racing" or was Juli joking? Next, will American Laser Masters be producing a light gun for the Jaguar theirselves, or will that come from someone else? That's the first we've heard about Mad Dog McCree for the Jaguar - it's good to see a lot of "head to heads" with 3DO softs.

<BOB-BRODIE> Hi Travis, Happy Holidays to you...hope the Easter Bunny brings you lots of good stuff! We're kicking around a number of things with Checkered Flag II. Redline Racing, some kind of sponsored Indy race car game, and a few other things. I haven't seen Juli's post....and she will joke around from time to time. But I've heard the name Red Line Racing mentioned a few times. Not sure about the light gun, my understanding was that some production light gun was tried out and worked. I'm not sure who the manufacturer was of the gun. My personal feeling is that the gun is really needed for a game like Mad Dog to be a success.

<[Lou] ST.LOU> If I may pop one question.... does Sunnyvale have supplies of 804 drums and toner on hand? Third party suppliers are getting ridiculous! 500 CDN for a drum!

<BOB-BRODIE> I believe that we do, Lou. You might also want to check with Lasertek at 800-252-7374. I met with them at COMDEX in '92 and they had a good supply of those products then. Drums have always been pricey.

<[Lou] ST.LOU> Thanks for the tip... In closing I would like to thank Bob for joining us from his home on this holiday evening. I am sure you treasure family time and we appreciate your effort in attending tonight. As usual, lots of Jaguar news but it's obvious that the folks around here are not ready to give up on their Atari _computers_!

I would also like to wish you advanced congratulations on your upcoming BIRTHDAY! Rumour has it that you hit a new decade on Monday! Thanks also to all our attendees, especially the newcomers. I hope you make this a regular stop on the first Friday of every month. Finally, thanks to everyone who asked questions. You all did a marvellous job! Over to you, Bob!

<BOB-BRODIE> As always, I have enjoyed our session of Dateline Atari. I hope that everyone enjoyed my opening April Fools remarks. I had more, but decided that the file was big enough...and Ron Luks might not have had a very good sense of humor. :-) Although I'm not telling many of our customers what they want to hear about our computer line, I want to assure you that I personally share your views: Atari Computers remain my personal machines of choice!! And you're corrct, Lou. Monday I hit 40! Atari is allowing me to start that decade off by taking the day off. <GRIN> Thanks to all of your for taking the time to come tonight, and don't forget to change your clocks this weekend!! Goodnight!

CD ROM Review

****
The Library: Gemini, a new Atari CD-ROM disc
by Damien M. Jones
****

I should warn you that my "real" job - when I'm not writing Atari software - is to write multimedia CD software on the PC. Perhaps I'm not the best person to review this disc, but I let slip that I had one of these discs, and Albert Dayes insisted I write a review. (Albert's very persuasive... no! No! Please don't hit me Albert, I'll get this review done! Really! <grin>)

Ahem. Back to the review. I'll start on the outside, since it's the first thing I saw when I pulled the disc out of the nice, padded envelope it was mailed to me in. The disc comes in a jewel case, which is pretty much standard for CD-ROMs these days. (I won't mention how many discs I've seen in cheap plastic sleeves, because that's another story.) The artwork on the case is tastefully done; from the outside it appears that this is a high-quality disc, which is appreciated.

Opening the jewel case, I found the CD; again, the art is tastefully done, but it includes a befuddling line on the disc: "Type GO to start". Hmmm, must be a mistake. Somebody's been spending too much time in DOSland. I took the disk out of the case and slipped it into my PC. (I don't have a CD-ROM drive attached to my Atari, so I'm forced to look at the disk through Messy-DOS.) It didn't take me long to miss the ease of browsing files I get with my Atari, as well as my favorite file viewer (View II). But somehow I found the will to press on.

The disk contains two copies of each file, really. In one folder (FILES) is the uncompressed set; this is great for poking through what's there to see what you like and what you don't like. The other folder (ZIP) contains compressed versions of the same files; most of these are compressed with ZIP or LZH. This is ideal if you run a BBS, as there are also pre-made indexes for several BBS packages.

Since I'm not running a BBS on this machine, I dived right into the FILES folder and started puttering around. There's another layer of folders here, splitting this huge library into manageable categories.
Here's a list (please excuse the DOS format):

Volume in drive D is ATARI_1293
Directory of D:\FILES

[.] [..] [ACC] [ARCHIVER]
[ASTRONMY]
[BBS] [CLI] [DATABASE] [DEMO]
[DISKUTIL]
[DTP] [EDITORS] [EMAG]
[EMDEMO11] [EMULATOR]
[ETFILES] [FALCON] [FONTS] [GAGS]
[GAMES]
[GDOS] [GEMINI] [GENIE] [GNU]
[GRAPHICS]
[JAGUAR] [LANGUAGE] [LYNX]
[MATH] [MINT]
[MUSIC] [NEODESK] [OTHER]

```
[PORTFOLI]    [PROGRAM]
[SCRNSAVE]    [SP_SHEET]    [TELECOMM]
[TT]          [UTILITY]
[VIRUS]       [W_PROCS]
    42 file(s)        0 bytes
                      0 bytes free
```

Remember, each of these names is another folder... and many of them are organized even more inside. This may seem like a bit much, but the disc boasts over 2800 programs - if these weren't organized, it'd be almost impossible to find anything. Each program, actually, has its own folder, so you can keep track of which file goes with which program. Almost every folder has a 00_INDEX.TXT file, which is a list of the folders that contain files, and a brief description of what the program does. Here's a sample from the VIRUS folder:

```
Virus utilitys

\virus\

atarivir\     Doc describing various atari viruses
bootech\      Boot technician, repair, modify, work with
boot sector
chasseur\     Anti virus
co_pilot\     Not really an anti virus, but could be useful
fcheck25\     Link virus detector
flu\          Simulates a virus, but isn't actually one
grab_bag\     Screen dump and anti virus, with C codes
hospital\     Help for preventing virus contamination
noroach\      TT/MegaSTE boot delay setup and virus
guard
monomon\      Disk Editor and Utility
peneciln\     One fo the 1st virus detectors
protect6\     Erik Lars' new one
sagrotan\     Great new virus killer. Able to learn new
viruses
uvk58dem\     Ultimate Virus Killer (Demo version)
virend31\     Virus killer
virusdie\     Virus killer
viruskil\     Virus killer
vkiller\      The 'best' of the virus killers, version dated
5/27/91
```

Most of the listings are MUCH longer than this one. For example, the MUSIC folder has 160 folders inside it, each with something different. It may take me a long time to fully explore what's on this disc, there's so much.

Something that can be very useful is the INDEX.TXT in the root directory of the disc. It's a list of every file in the ZIP folder. So how useful is that? Well, the FILES folder and the ZIP folder are organized the same way - so if you know where a file is in the ZIP folder, you know it will be in about the same place in the FILES folder. With a good text viewer, you can search the INDEX.TXT file for something in particular, and it will jump right to that spot. Make a note of where the file is, and go find it. This is generally faster than trying to search the directories - even if you have a program search the directories, it can take a long time, because there are so many.

That's pretty much all there is to the disc. Lots and lots of programs, well-organized, with reasonably good indexes. I should point out (as the disc's "authors" do) that many of the programs on the disc have been updated since the program was found; if you like a program, be sure to check local BBSs, GEnie, Delphi, or wherever to see if there is a more current version.

Also keep in mind that much of what's on the disc is Shareware. If you use the Shareware, you are still required to pay for it. (Buying the disc only covers the cost of collecting all the programs into one place.)

This disc has great value as a collection of useful software for all Atari computers. There are quite a few pictures, fonts, animations - something for everyone. It's not meant to be an end-all collection; software moves too fast for that ever to happen. But it is a fantastic resource. If you have a CD-ROM drive attached to your Atari computer, this disc will give you a chance to do something with it. (Maybe it will even give you an excuse to BUY a CD-ROM drive.)

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Walnut Creek, CA 94596
USA
(800)-786-9907 (voice)
(510)-674-0821 (fax)

USER GROUPS

"From a saved backup...."

By: Ron Whittam

//// Getting the Word Out

In this column I hope to foster communication and support for 8-bit and ST computer owners... presenting a positive and direct approach. This will help to strengthen the users group base and encourage the executive element.

Another factor that infused my users group was what the newsletter editor did during the year after that fateful vote.... Last issue I shared about this vote. The Atari Boise Users Group was nearly dead. The membership came together for what might have been its last meeting. The six members voted to continue the group at the narrow margin of four to two. Part of the "yes" vote was to get more involved and develop a participating membership. One of our members, Tom Derrick, accepted the job of Newsletter editor, and began to create the Home Computer News (HCN) on his recently acquired Atari ST and PageStream.

Tom's story is an interesting one. He is an electrician by trade. He uses his Atari computers (notice the plural) for both his business and his home. He is definitely sold on the ease of use of the Atari platform, and I would consider him a loyal diehard Atari owner. He is not a writer nor a publisher by trade nor education, but was willing to give the Atari Boise Users Group EDITOR position a try. He did it because he believed it was worthwhile. In the past year he has learned to use PageStream. Each newsletter demonstrates his developing ability. It's this newsletter that I want to focus on in this issue.

Since early in the ABUG's history there has been a newsletter. It was an 8-bit monthly for many years, until Atari introduced the ST, then it began its conversion to a predominately ST informational guide. It was a cute newsletter developed by and for the Atari diehard - mostly it was a compilation of Z*Net and STReport on-line magazines. (We included tidbits from AEO when it started.) In the year that the ABUG president was also the ST Librarian and Newsletter editor, the newsletter evolved. The focus of the users group was to support and help Atari computer owners, not just the diehards. Because of its visibility (at least in the group's member's homes), the newsletter was a good place to start that focus.

First, the name changed. The "Home Computer News" replaced "Atari BUG Newsletter" and we adopted the tag line, "The official monthly newsletter of the Atari Boise Users Group." I wanted a quality on the cover that would be acceptable at home or on my desk at work... and even at the local bookseller's freebie table. The format had previously changed, to a large 8 1/2 x 11 sheet with two to four pages from the original Atari BUG, a small 5 1/2 x 8 1/2 easy to carry pamphlet. The newsletter was redesigned to that original format. However, the laser quality beat the dot matrix of the old 8-bit newsletter by a landslide. We had a cover. We needed content. Content that would grab someone's attention. Something that would meet the needs of an Atari Computer owner. Talking about this agenda and asking members to write was my primary method to getting the change done.
Then Tom took over the newsletter and things really got done.

Tom picked up where I left off. He kept the name "Home Computer News" and created an acronym, HCN. It's funny how labels like acronyms create an air of quality or importance. The personal computer is a very simple term that people can relate to. The acronym "PC" is now part of our vernacular. To millions of people, "PC" means COMPUTER. (Check this out, ask some non-computer people what "PC" means. The answers will probably surprise you). With the HCN, PageStream, and a host of ideas, Tom set out on his crusade to spread the news about Atari.

It has always been my contention that there are literally hundreds of unused Atari computers just sitting in closets or attics. Kids ask their parents, "What is an Atari?" The response probably is like, "It's just a game machine that looks like a computer. Software Etc. is not selling the games for it anymore so we do not use it." These people are unaware that their investment is not a loss. We need to tell them, and provide a place for them to learn how to use it. Tom picked up this battle cry and took it further then I had done.

The first thing Tom did, after he figured out PageStream, was to get permission to put the HCN on the counters of local bookstores and computer businesses. How did he do it? Simple: He offered to put an advertisement for their store in the HCN at no charge. Free advertising for an unused 6 x 9 spot on the counter. "No problem." The HCN began showing up on counters all over town. Some did not want an advertisement, but would display the HCN anyway.

It was not long before I started getting phone calls. Solitary Atari computer owners were calling me. They did not know that there was an Atari users group in Boise. They wanted to know more. I got calls from people wanting to sell. I got calls from people wanting to buy. We started a classified section in the HCN. The magazine began to grow.

Tom offered advertising space to any member free of charge. Any buyer or seller got a free spot. People who wanted an Atari could buy one. As a result the ABUG membership grew.

Tom asked for writers. Not the way I did. I just asked if someone would write "anything." Tom asked for specifics. He pegged one of the MIDI musicians (who was also a music teacher) to do a MIDI column. The guy turned him down. He did not think anyone would be interested. This reaction did not dismay Tom. He brought it up at the next meeting. He asked people if they thought information on MIDI would be of any help. As a result the MIDI musician learned that people needed good quality information on MIDI. So he started to write.

Tom also needed an expert to write on 8-bit computers. He helped to identify the need. One of our members was a baker. He used his 8-bit Atari to run his business. He needed information. There was a need. The 8-bit guru now

writes articles for HCN.

I have read mail from many editors in the Atari community. The biggest complaint is not quantity of information. The on-line magazines offer much of that. The complaint is that their local members are not willing to contribute. Often the newsletter is a combination of the editor's writing and the on-line magazines. The newsletter is typically a one-man effort. He feels that nobody really cares. The quality of the material drops. When people do not seem to care, the editor gets more frustrated but is too much a die hard Atari owner to want to quit.

I learned one thing from what Tom did. The participation of the membership was vital to the growth of the group. The growth is a result of the users group truly meeting the needs of the membership, and reaching beyond the group to the Atari community. The Atari Users Group is NOT a spectator sport. This axiom applies: To get anything out of your users group, you must put something into it. Participation is important if a group is to succeed.

Here are some tips on developing a participating group:

1. Identify the assets of the group. Know who your members are. Learn what your members do and how they use their computers. If you have an electrician, have him share tips on properly connecting the Atari to the wall socket and why surge protectors are needed.

2. If you have a door prize or if you raffle off Atari software, make it a requirement (before the fact) that the winner must write a brief review for the newsletter.

3. Ask the members what they would like to know about. Make it a topic of discussion. Point fingers at the ones who can help with the needs brought up. If a member is thinking about getting into MIDI, maybe the MIDI guru could write a brief article about setting up the cables for a MIDI system.

4. Make the newsletter a point of support. Ask a knowledgable member to be the HELP DESK for a month or a quarter. Publish his phone number in the newsletter under a title of HELP DESK. Offer assistance for new Atari users.

5. Put advertising in your newsletters. Some will pay for a spot. The local copy center might do it in lieu of payment for copying the newsletter.

6. Get visibility for the newsletter. Ask to put it in bookstores and computer stores. Offer to trade ad space for shelf space.

7. Encourage members to write about the programs they use. Show them it will help others to decide if they want the same program. Some members have fierce loyalty to a program. Ask them to put their reasons into an article.

8. Mail the newsletter to the users group members one week before the meeting date. It's a good reminder to attend. Sending the newsletter too early loses its "reminder quality." If it arrives a day before the meeting, it is too late for planning. I think seven days is a magic number in this case.

9. And in the words of Winston Churchill, "Never, never, never, never give up."

In the future we will cover Membership (methods of increasing it), Demos (where and how), etc.; and I will share from my own exploits as a users group president; the frustration and the elation. Stay tuned.

(Editor's note: Ron Whittam is a Customer Support Specialist for a small software firm in Boise, Idaho; and the President of the Atari Boise Users Group. He can be contacted on GEnie (EXPLORER.4), on the Internet at <explorer.4@genie.geis.com>, or on ROVER BBS (208-362-2243).)